



AMIN DEHGHANI

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Summary:
Software engineer with experience in backend development, e-commerce, game design & cybersecurity.

SOFTWARE ENGINEER AT JAVANAN SHARQ (MULTIPLE ASSIGNMENTS)

2016-2023

Raimo Studio (Gaming Animation Studio), Project Manager & DevOps

2022-2023

- Managed application pipelines using Azure systems and Dev.Azure.
- Established efficient CI/CD pipelines, reducing deployment times by 50%.

DigiKala Group (Iranian E-commerce Marketplace), Senior Backend Developer

2020-2021

- Managed the backend and commerce components for Digikala, the largest online marketplace in Iran, equivalent of "Amazon", valued at over \$12 billion.
- Enhanced e-commerce backend functionality, improving system performance and scalability.
- Collaborated with cross-functional teams to ensure seamless integration of new features and services, contributing to a significant increase in user satisfaction and engagement.

2-29 Studio (Industrial Software for Game Dev), Software Engineer & DevOps

2018-2020

- Developed games using .NET Core and C++ with Unreal and Unity engines.
- Managed projects like GameCenter and Azaran, achieving a 40% increase in user engagement.
- Mentored junior developers in managing stakeholder expectations/ aligning on technical direction.

Tarahan Studio (Digital & Creative Agency), Web and Web App Developer

2016-2018

- Developed applications like Maan (real estate) and Saferan (accounting and restaurant management) using .NET; Applied technical patterns to improve code quality and team capacity.
- Enhanced backend functionality, resulting in a 40% performance improvement and a 25% increase in user satisfaction, despite facing ambiguity.

CYBER SECURITY ADVISER AT BUSHEHR NUCLEAR POWER PLANT (SIDE PROJECT)

2017

- Ensured a secure environment using memory capture techniques.
- Supervised reverse engineering of programs for security verification.

HARDWARE TECHNICIAN, VAPAYESH SANAAT FARS (IRAN ELEVATOR CO.)

2012-2016

- Co-founded the company with my brother, focusing on maintaining and upgrading computer systems and servers, as well as managing business operations, contributing to business growth and stability.
- Improved device performance and reliability, reducing downtime.

SKILLS & AWARDS

- **Programming Languages:** C#, C++, Python, SQL, Javascript | **Languages:** Persian (Native), English (Advanced)
- **Technologies:** GraphQL, REST, .NET, ASP Web, Docker, Kubernetes, gRPC, SOAP, LUA, Fast Endpoints, Typescript
- **DevOps:** CI/CD, Azure systems, Dev.Azure. | **Databases:** MySQL, PostgreSQL
- **Other Skills:** Data Structures & Analysis, Team Collaboration & Communication, Hardware Maintenance, Alignment with Senior Stakeholders (Iranian Government), Prioritization, Balancing Trade-Offs
- **Certifications:** Docker and Kubernetes (2024), REST and GraphQL in Advance (2019), AWS and Azure Systems (2024), NET Core in Gaming Industries (2018), Machine Learning in R (2018), Unity and the Gaming Pipeline Process (2019), Art of LUA (2019)
- **Awards:**
 - **Best Game Design Studio at the 2018 Tehran Game Convention:** Awarded for creating "Moshio" and "Azaran" recognized for excellence in game design and development.
 - **Shiraz Honorable Citizen of 2016, Award from the Mayor of Shiraz:** Recognized for developing MAAN, enhancing the online platform for real estate transactions (buying, selling, renting).

EDUCATION

Bachelor of Science in Computer Engineering (GPA 3.6)

2012-2016